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Claffey

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(54) **ELECTRONIC TABLETOP VIRTUAL SPORTS GAMING SYSTEM**

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A63F 13/214	(2014.01)
A63F 13/65	(2014.01)
A63F 7/06	(2006.01)

(52) **U.S. Cl.**

CPC ***A63F 13/214*** (2014.09); ***A63F 7/0668*** (2013.01); ***A63F 13/65*** (2014.09); *A63F 2009/2442* (2013.01); *A63F 2009/2457* (2013.01); *A63F 2009/2488* (2013.01); *A63F 2250/18* (2013.01)

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CPC . A63F 13/214; A63F 13/2145; A63F 13/215; A63F 13/217; A63F 2300/1068; A63F 2300/1075; A63F 2300/1087; A63F 2300/1093; A63F 7/0668; A63F 13/65; A63F 2250/18; A63F 2009/2488; A63F 2009/2442; A63F 2009/2457

See application file for complete search history.

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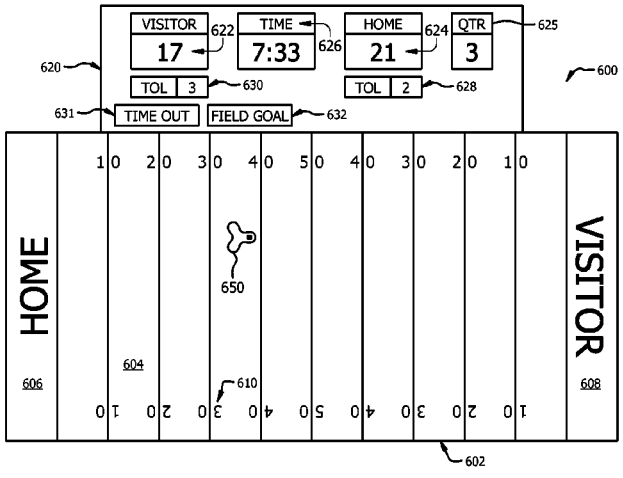
(57) **ABSTRACT**

A virtual gaming environment including processing systems and methods and generally includes operations related to visual display of movements and locations of physical game pieces and storage and retrieval of data in accordance with various game events. The game system can comprise a game token, a display, a mobile device, a processor, and combinations thereof.

20 Claims, 8 Drawing Sheets



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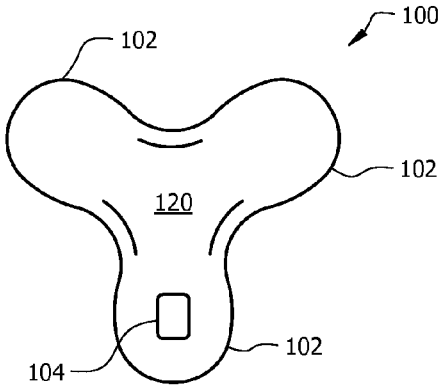

FIG. 1A

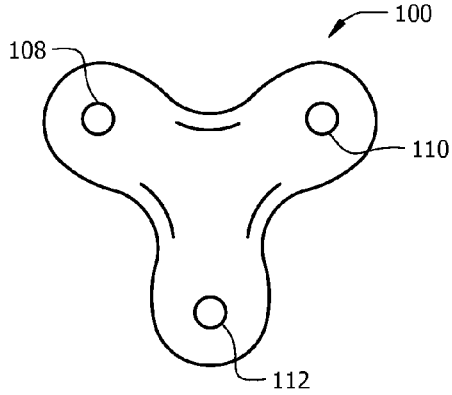

FIG. 1B

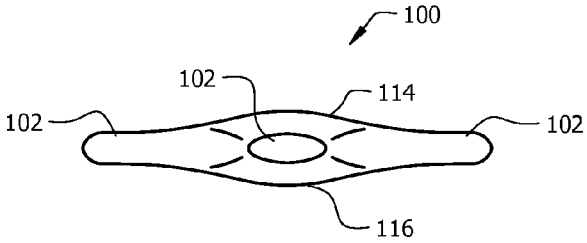

FIG. 1C

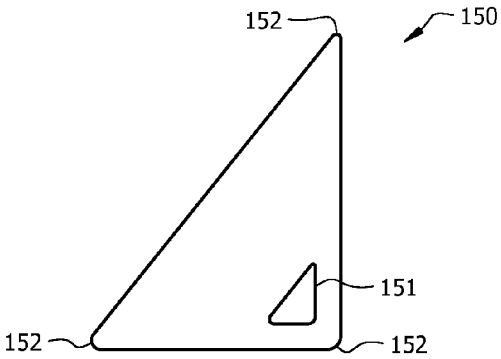

FIG. 1D

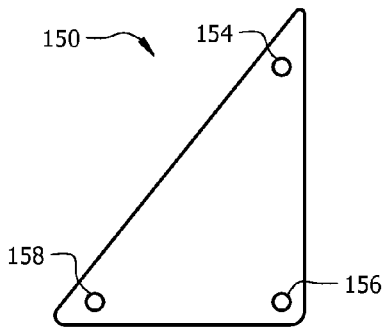

FIG. 1E

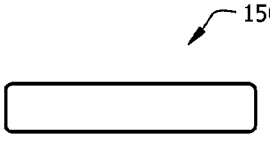

FIG. 1F

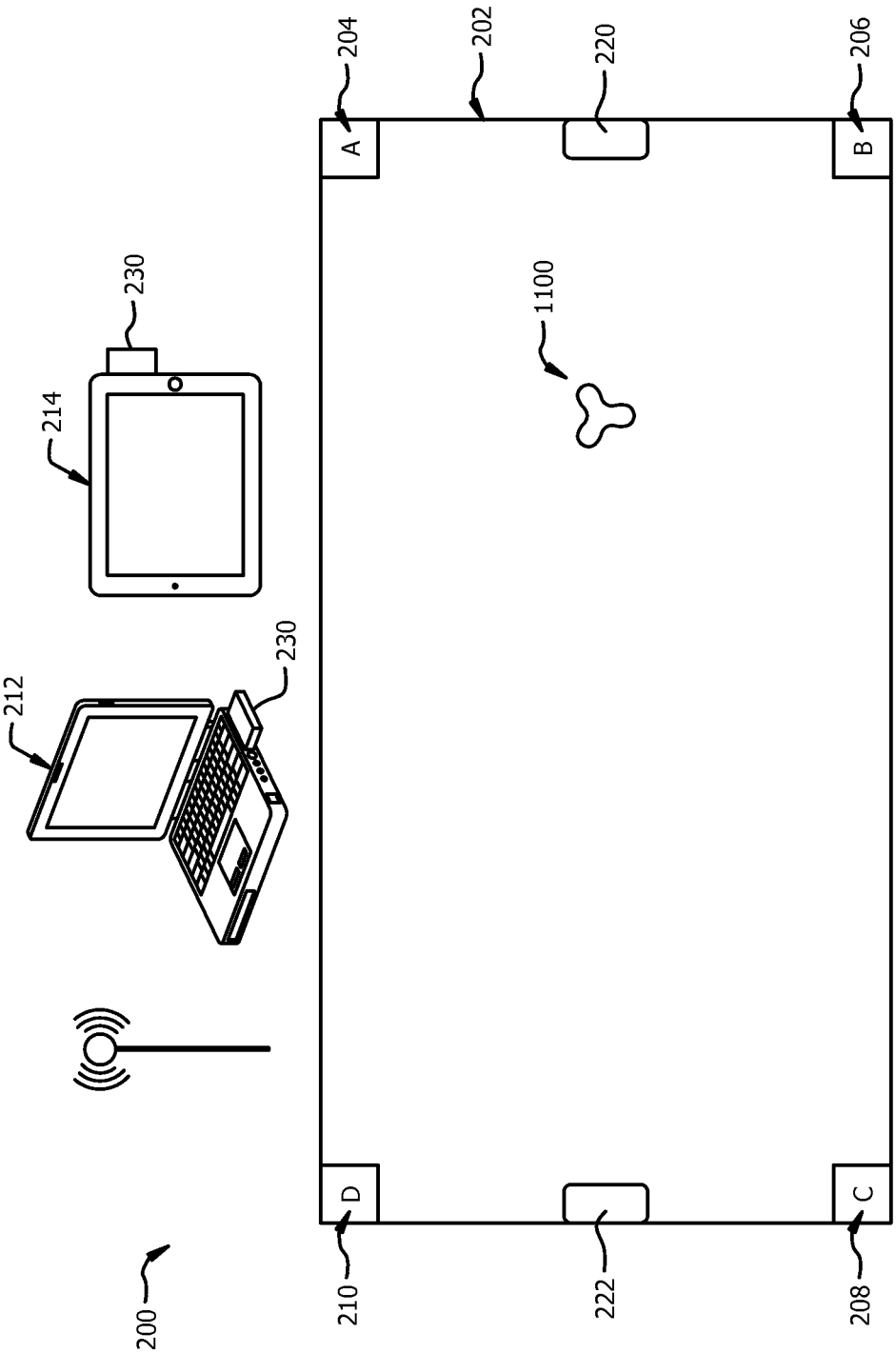

FIG. 2

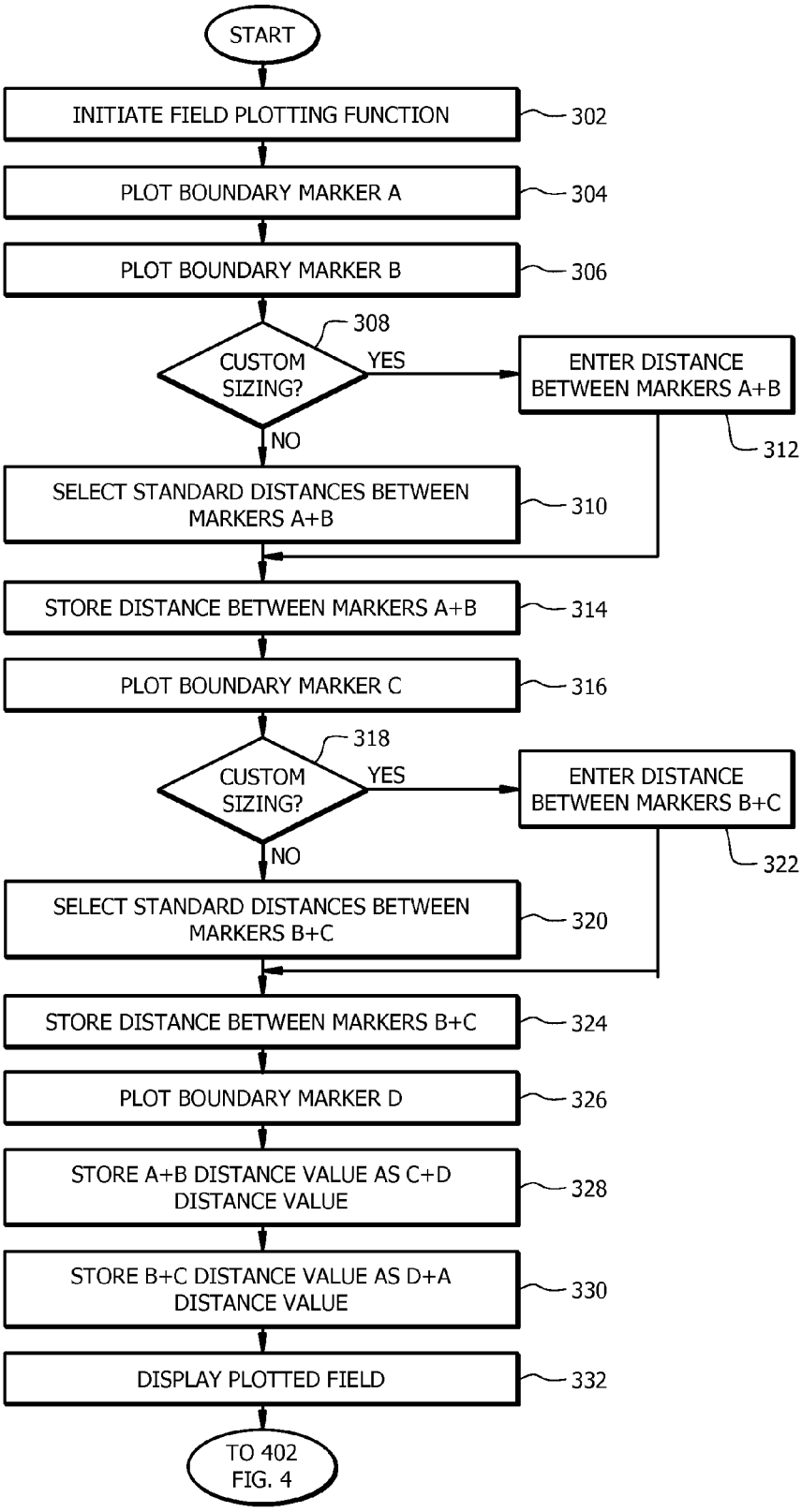
START
INITIATE FIELD PLOTTING FUNCTION
302
PLOT BOUNDARY MARKER A
304
PLOT BOUNDARY MARKER B
306
308
CUSTOM SIZING?
YES
ENTER DISTANCE BETWEEN MARKERS A+B
312
NO
SELECT STANDARD DISTANCES BETWEEN MARKERS A+B
310
STORE DISTANCE BETWEEN MARKERS A+B
314
PLOT BOUNDARY MARKER C
316
318
CUSTOM SIZING?
YES
ENTER DISTANCE BETWEEN MARKERS B+C
322
NO
SELECT STANDARD DISTANCES BETWEEN MARKERS B+C
320
STORE DISTANCE BETWEEN MARKERS B+C
324
PLOT BOUNDARY MARKER D
326
STORE A+B DISTANCE VALUE AS C+D DISTANCE VALUE
328
STORE B+C DISTANCE VALUE AS D+A DISTANCE VALUE
330
DISPLAY PLOTTED FIELD
332
TO 402 FIG. 4

FIG. 3

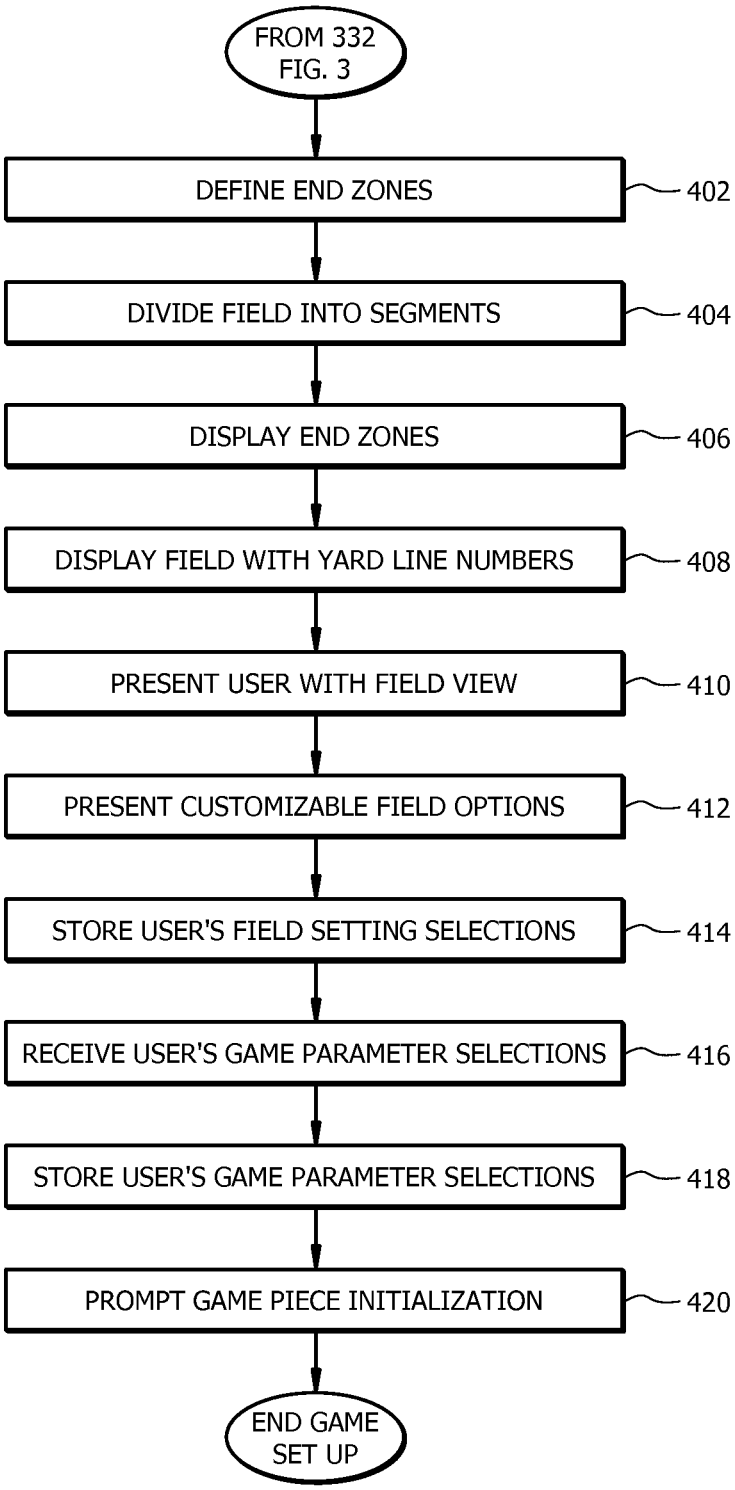
FROM 332
FIG. 3
DEFINE END ZONES
402
DIVIDE FIELD INTO SEGMENTS
404
DISPLAY END ZONES
406
DISPLAY FIELD WITH YARD LINE NUMBERS
408
PRESENT USER WITH FIELD VIEW
410
PRESENT CUSTOMIZABLE FIELD OPTIONS
412
STORE USER'S FIELD SETTING SELECTIONS
414
RECEIVE USER'S GAME PARAMETER SELECTIONS
416
STORE USER'S GAME PARAMETER SELECTIONS
418
PROMPT GAME PIECE INITIALIZATION
420
END GAME
SET UP

FIG. 4

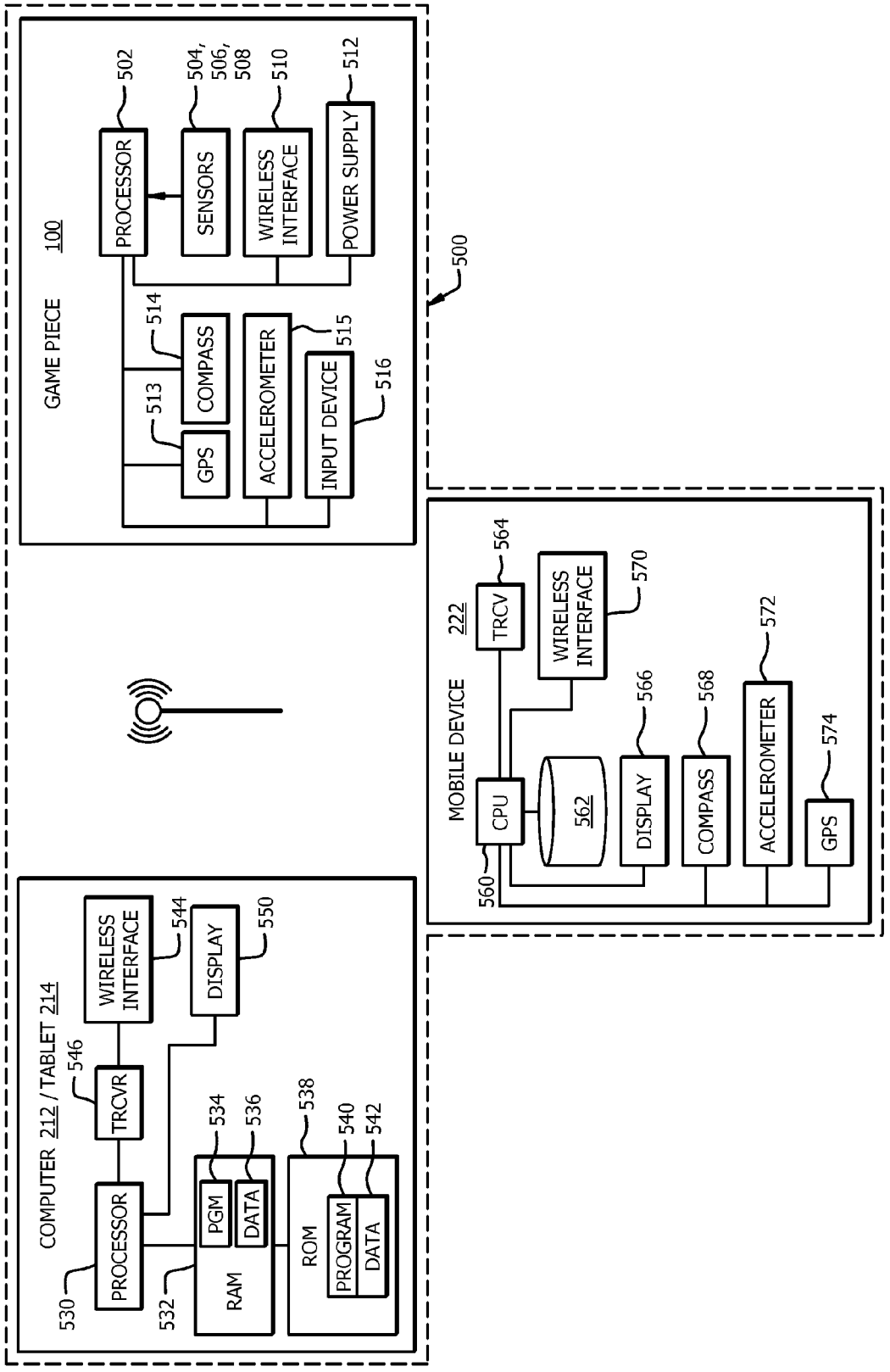
GAME PIECE 100
PROCESSOR 502
SENSORS 504, 506, 508
WIRELESS INTERFACE 510
POWER SUPPLY 512
GPS 513
COMPASS 514
ACCELEROMETER 515
INPUT DEVICE 516
500
MOBILE DEVICE 222
CPU 560
TRCV 564
WIRELESS INTERFACE 570
562
DISPLAY 566
COMPASS 568
ACCELEROMETER 572
GPS 574
COMPUTER 212 / TABLET 214
PROCESSOR 530
TRCVR 546
WIRELESS INTERFACE 544
DISPLAY 550
RAM 532
PGM 534
DATA 536
ROM 538
PROGRAM 540
DATA 542

FIG. 5

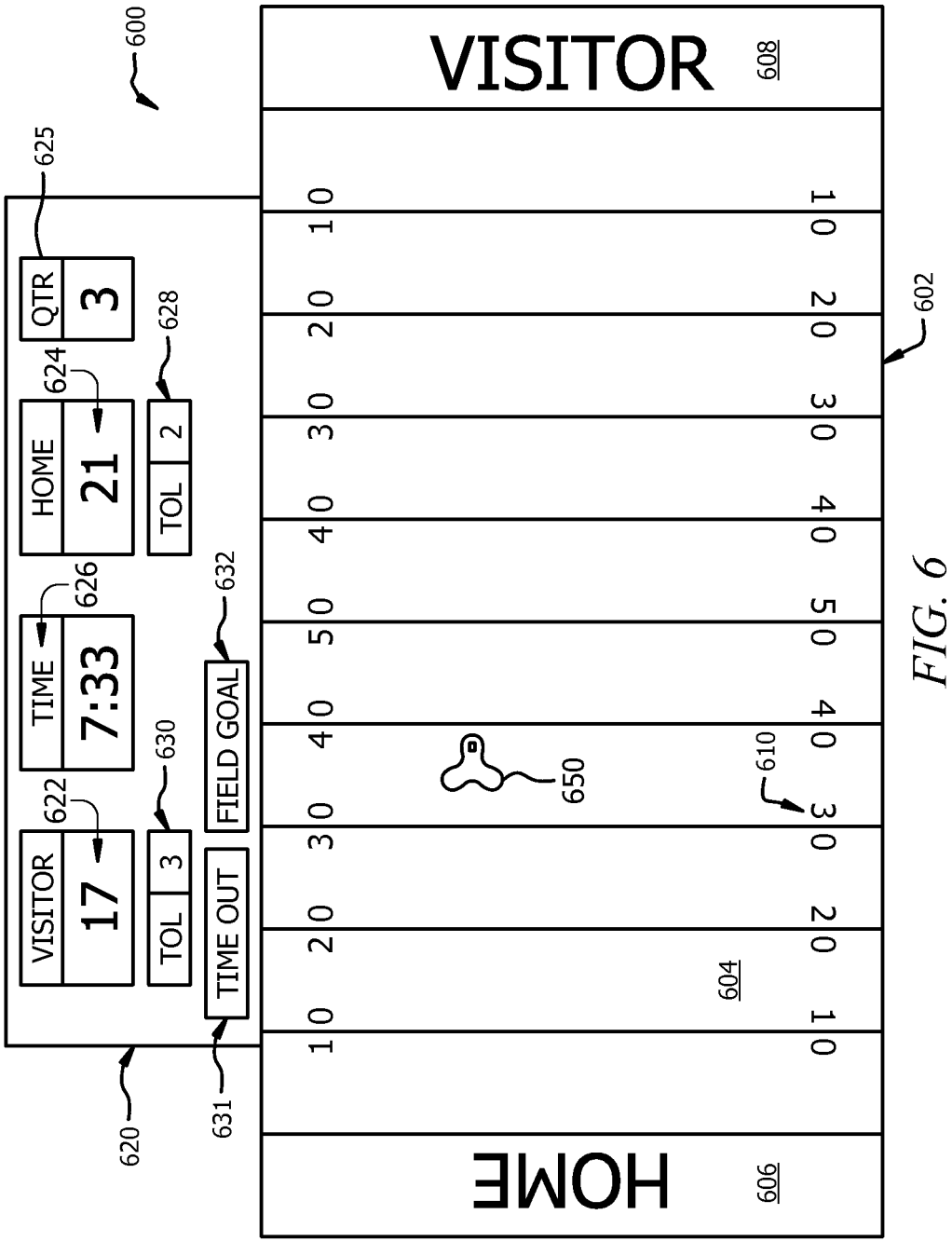
600
VISITOR
608
HOME
606
602
604
610
650
620
631
625
QTR
3
628
624
HOME
21
TOL
2
626
TIME
7:33
632
FIELD GOAL
630
622
VISITOR
17
TOL
3
TIME OUT

FIG. 6

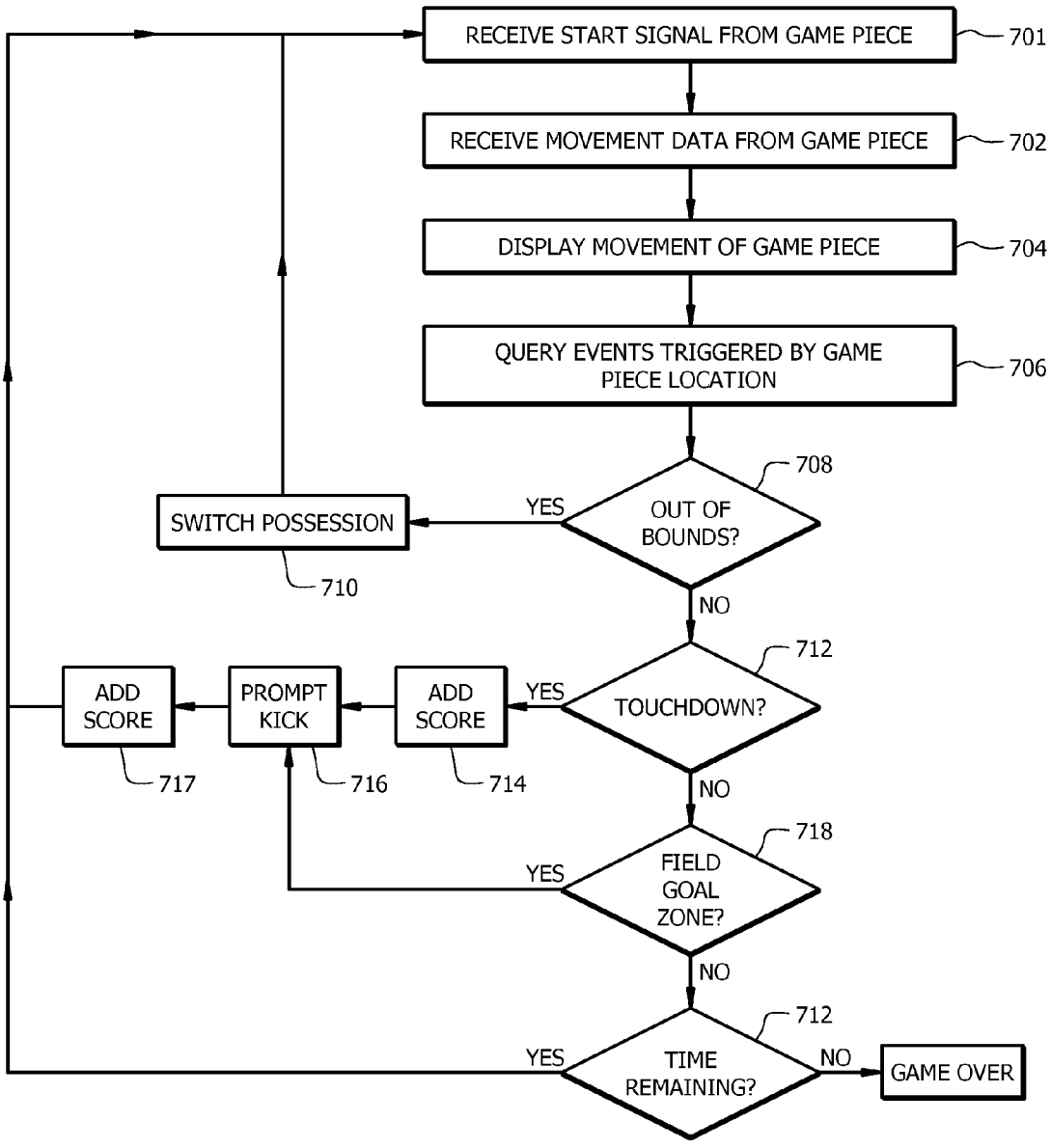
RECEIVE START SIGNAL FROM GAME PIECE
701
RECEIVE MOVEMENT DATA FROM GAME PIECE
702
DISPLAY MOVEMENT OF GAME PIECE
704
QUERY EVENTS TRIGGERED BY GAME PIECE LOCATION
706
708
OUT OF BOUNDS?
YES
SWITCH POSSESSION
710
NO
712
TOUCHDOWN?
YES
ADD SCORE
717
PROMPT KICK
716
ADD SCORE
714
NO
718
FIELD GOAL ZONE?
YES
NO
712
TIME REMAINING?
YES
NO
GAME OVER

FIG. 7

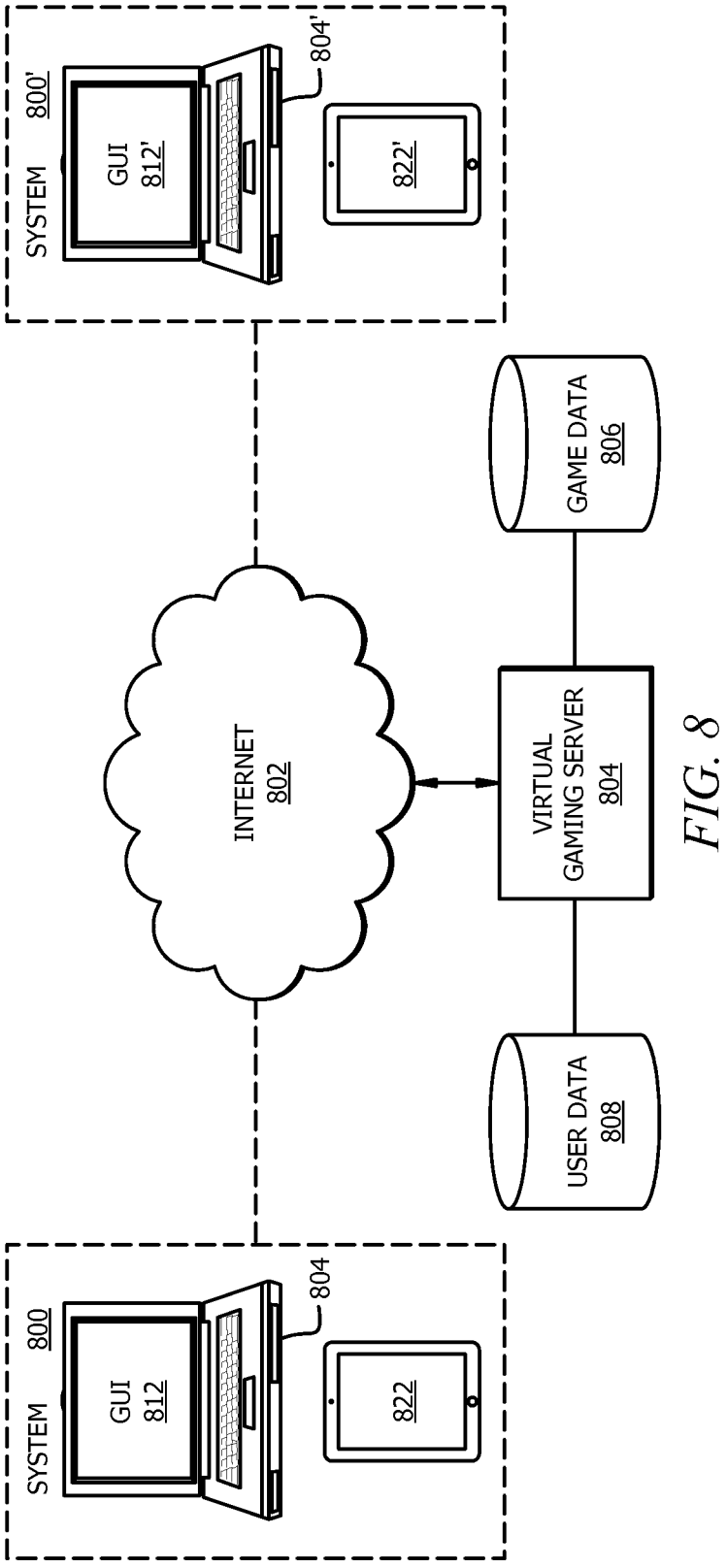
SYSTEM 800'
GUI 812'
804'
822'
GAME DATA 806
INTERNET 802
VIRTUAL GAMING SERVER 804
USER DATA 808
SYSTEM 800
GUI 812
804
822

FIG. 8

ELECTRONIC TABLETOP VIRTUAL SPORTS GAMING SYSTEM

This application claims priority to provisional patent application No. 61/756,811 filed Jan. 25, 2013, which is incorporated in its entirety by reference.

FIELD OF THE DISCLOSURE

The present disclosure generally relates to a wireless virtual gaming environment including processing systems and methods and generally includes operations related to visual display of movements and locations of physical game pieces and storage and retrieval of data in accordance with various game events.

BACKGROUND

An electronic and computer based tabletop virtual sports gaming system is presented. The disclosed gaming system is an advancement based on the classic paper football game that many have enjoyed for decades. In the classic game, a football is constructed of a sheet of paper by making various folds in the paper. The paper is ultimately folded in a strip and then folded in a manner over itself to create (typically) an isosceles triangle of a thickness of roughly ¼ inch, with the long sides of the triangle roughly 1½ inches in length. In the two player game, each player sits or stands at opposite ends of an ordinary table, such as a kitchen table. In the game, one player slides the paper football to the opposite end of the table, towards the opposing end zone. The object is to slide the football in a manner in which the ball comes as close to the edge of the table end without falling off of the table. If the ball comes to rest with a corner of the ball hanging over the table edge, while the ball remains on the table, a touchdown is scored. At times, a player may choose to kick a field goal. In this operation, the kicking player holds the ball on the table upright and steadily by holding one corner with one finger and then flicking the ball with the other hand. At the same time, the player on the other end of the table constructs a makeshift field goal post from his fingers and thumbs. If the ball sails through the other player's goal post, the field goal is good. The players repeat this process until the game is complete.

With the advent of modern electronic gaming systems, popularity of the classic tabletop football has waned. The present electronic virtual tabletop sports gaming system, however, will make tabletop football popular again by enhancing the classic game with modern wireless and processing capabilities and the storing and retrieval of data according to game events.

SUMMARY OF THE DISCLOSURE

The present electronically enabled tabletop football incorporates electronic components and a chip enabling storage and playback of pre-recorded or newly recorded audio messages to be played upon scoring a touchdown. In one embodiment, the electrical components are housed within a soft yet durable triangular football structure of the size substantially similar to the ball employed in the classic game. The electronic game piece or ball includes a plurality of optoelectronic sensors. The sensors, which are placed at a distal end of each spoke of a triangular game piece senses motion of the game piece across the game surface. Situating multiple sensors on the lower face of the game piece allows sensing of the location of each spoke of the ball in relation to various boundaries of a playing field. In a football game, for example, the passage of the sensor across a football field goal line indicates that the spoke associated with one of the sensors broke the plane of the end zone and a touchdown is scored. However, if the sensor passes across the line denoting the back of the end zone, then the play is ruled out of bounds and no touchdown in awarded. Similarly, if a sensor crosses a sideline, then the play stops at the yard line on the field where the piece went out of bounds, and the game clock stops. Alternatively, if the three sensors come to rest within the end zone, the parameters of which are stored, then a touchdown is awarded.

With the occurrence of certain events in the game, various multimedia messages are retrieved from storage and played for the user. By example, where a touchdown is scored, archived video of a professional player of the team of the user's choosing scoring a touchdown is displayed and the teams fight song is played. By contrast, when a field goal is missed, video of a football sailing outside of the field goal uprights may be shown, followed by a dejected kicker and audio of boos from disgruntled fans. Virtually limitless combinations of multimedia messages may be played throughout the course of the game depending on circumstances, all to enhance the experience of the user.

The present electronic virtual gaming system is enabled for wireless communication between components, employing either a Bluetooth or WiFi protocol, or combinations thereof. This allows registration and tracking of game events in real time and permits play among remote players. In one embodiment, a ball is equipped with known optoelectronic sensors to permit tracking on an associated monitor of the position of the game piece on the game surface. A wireless interface housed in the game piece and a corresponding receiver connected to a port of a computer or tablet allow the game piece to communicate with the game processor.

The game piece, which is equipped with an input key, is used to designate the mode of play and plot and register playing field type and size. Once the game ball and field parameters among local players or between remote players are registered and synchronized, the events of the game and the movements of the ball throughout the field (plotted table) may be monitored, recorded and tracked. In one embodiment, a Bluetooth enabled tabletop ball is registered via wireless interface components residing in the ball and similar capability and applications residing in a mobile device, such as a smart phone, and/or laptop computer. The ball is then used to plot and store the corners of the field (table). This has the effect of identifying the location of the sidelines of the field and each end zone. An application that may be downloaded to a smartphone or similar wireless device, such as a tablet, provides all of the processing capability necessary to create a highly entertaining game that not only provides audio and video enhancements, but allows for storage of game statistics, team records and the like. The associated smart phone, laptop or tablet kept nearby on which an associated application is stored may receive this information and display a game score, favorite players or teams simulating the play, celebratory audio or video or any other desired multimedia effects.

In addition, a smart phone or other mobile device that has photography or video recording capability may serve as a sensor to determine if a field goal is made or missed. Synchronization of the smartphone with the laptop allows for real time recognition of successful or failed field goals and corresponding scoring and statistical updates.

In addition, statistics compiled during a single game may be accumulated and stored in a storage medium via wireless means. The statistics may be viewed over the Internet via a dedicated website on which players register their tabletop football team. Statistics may be compiled over time and teams

may play a season schedule, much like professional football, culminating in a championship game. Like fantasy football, statistics may be compiled on a game by game basis and real professional players may be associated with a particular team. Points may be assigned to players for scoring touchdowns, kicking field goals, or gaining yards. Numerous players may join leagues and complete not only on the tabletop but over time as statistics are compiled.

The presently enabled tabletop football game may be modified for other sports such as soccer, hockey or basketball. The wireless functionality will operate in a similar manner to track scoring plays and other game events.

Throughout generations table games have been played to help occupy time and challenge those who wish to compete. Two such games that have been played are commonly known as paper football or penny soccer. The game of paper football has general rules and basic techniques in playing the game. Using any sort of rectangular table will set the field for you to play the game. Each side of the table will denote the sidelines and end zones similar to an American football field. In creating your football, any sort of paper will do, however, if the paper is light in weight it will allow the ball to fly through the air better when thumping to kick a field goal. The objective of the game is to thump and/or push a triangle or pyramid shaped paper football to where it hangs off the edge of the opposing team's edge of the table or end zone. In the event the paper football falls off any edge of the table, the ball is transferred or "turned-over" to the opposing team for them to now play. In the event a touchdown is scored or the paper football is hanging off the table's edge or table's end zone, you would receive six points similar to how American football is played. After scoring a touchdown you will then have the opportunity to flick the paper football from one end zone to the other with your index finger, all while your opponent creates a modified field goal using his or her thumbs and index fingers. In the event the paper football crosses the field goal, you would receive an additional point. There are many possible ways to play the game paper football which may include multiple thumps to including field goals which are all discretionary on how one wishes to play. Paper football is a great interactive game that can be played anytime and anywhere with anyone as long as you have an adequate surface and some paper to make the ball. Penny soccer is played in a very similar way but by sliding a penny, like some sort of ball or puck, across the table and trying to get it to slide between two other pennies serving as the goal post. Penny soccer may serve as the format for multiple games such as penny hockey, penny basketball etc., provided that the user has a goal to shoot the penny in, you have a game to play.

GPS Enabled Table Top Football Game

Incorporation of known Global Positioning System (GPS) technology, compass technology and accelerometers and associated components into a small and lightweight tabletop football and associated devices, as well as the ability to communicate with other processing and display devices via known wireless communication protocols, for use in the tabletop game is another advance in the classic paper football game. The game of paper football that provided enjoyment for generations has all but vanished because of its simplistic nature and its inability to keep up with 21st century gaming systems. Incorporation and implementation of motion tracking capability and techniques within circular, triangular or pyramid shaped object enable the game's events to be displayed and monitored and stored through wireless means. This brings a "paper football" into the 21st century.

The presently disclosed electronic virtual gaming system also enables connectivity between remote players via the Internet. In this manner, players at different locations may play with different game pieces but on a common virtual playing surface that is plotted and stored according to the systems and methods described herein. This remote capability allows players to join leagues worldwide and compete and compare statistics among any number of participants.

Customization

The disclosed system also includes customizable settings that allow players to set the look and feel of the playing surface according to favorite professional or collegiate team colors, mascots or logos. Audio and/or video files stored on the gaming system are played and displayed to the users via an associated computer or mobile device in response to certain game actions. A long movement of a game piece that results in a touchdown will, for example, cause retrieval and playback of video of a favorite player catching a long touchdown pass. A missed field goal would cause retrieval and playback of video of a ball in flight that misses the field goal uprights. The audio that may accompany game events includes crowd noise, team fight songs, play-by-play commentary and the like. The combinations of available multimedia data that may be associated with various game events are numerous.

BRIEF DESCRIPTION OF THE DRAWINGS

FIGS. **1**A, **1**B & **1**C are perspective views of an embodiment of a game piece of the disclosed electronic virtual gaming system.

FIGS. **1**D, **1**E & **1**F are perspective views of a second embodiment of a game piece of the disclosed electronic virtual gaming system.

FIG. **2** is a perspective view of an embodiment of a game surface area and associated components of the disclosed electronic virtual gaming system.

FIG. **3** is a flowchart of a game initialization process of an embodiment of the disclosed electronic virtual gaming system.

FIG. **4** is a flowchart of a game set up process of an embodiment of the disclosed electronic virtual gaming system.

FIG. **5** is a block diagram of the various components of an embodiment of the disclosed electronic virtual gaming system.

FIG. **6** is a depiction of display of the virtual game surface of an embodiment of the disclosed electronic virtual gaming system.

FIG. **7** is a flowchart of the various steps performed by the game system host in one embodiment.

FIG. **8** is a flowchart of the network architecture and components through which play between remotely located players can be achieved in one embodiment.

DETAILED DESCRIPTION OF THE EMBODIMENTS

Before undertaking the detailed description below, it may be advantageous to set forth definitions of certain words and phrases used in connection to the disclosed exemplary embodiments: the terms "include" and "comprise," as well as derivatives thereof, mean inclusion without limitation; the term "or" is inclusive, meaning and/or; the phrases "associated with" and "associated therewith," as well as derivatives thereof, may mean to include, be included within, intercon-

nect with, contain, be contained within, connect to or with, couple to or with, be communicable with, cooperate with, interleave, juxtapose, be proximate to, be bound to or with, have, have a property of, or the like.

Although the subject matter of this application has been described with reference to illustrative embodiments, this description is not intended to be construed in a limiting sense. Various modifications and combinations of the illustrative embodiments as well as other embodiments will be apparent to persons skilled in the art upon reference to the description. It is, therefore, intended that the appended claims encompass any such modifications or embodiments. This general processes and systems described herein may be modified heavily depending on a number of factors, with rearrangement and/or addition/deletion of steps anticipated by the scope of the present disclosure. Integration of this and other preferred exemplary embodiment methods in conjunction with a variety of preferred exemplary embodiment systems described herein is anticipated by the overall scope of the presently disclosed system.

Within the presently disclosed system context, an exemplary embodiment of the game piece used Electronic Virtual Tabletop Sports Game System is generally illustrated in FIG. **1**A. In FIG. **1**A, a view of the upper side of game piece **100** is provided. The shape demonstrated in FIG. **1**A is for illustrative purposes only and should not be deemed limiting. Game piece **100** includes three equally spaced spokes **102** extending from center section **120**. The game piece **100** is preferably constructed of a soft, pliable polymer or fabric that provides shock absorbing properties and at the same time is of light weight construction having a boomerang style aerodynamic design that permits players to push or bump piece **100** across the table or flick the piece **100** through the air to score points according to particular game rules. Spokes **102** may be but are not necessarily constructed in a curved fashion to provide locations on piece **100** to advantageously strike the piece with the finger for a desired flight pattern.

Situated on an upper side of piece **100**, as shown in FIG. **1**A is button **104**. Button **104** is in one embodiment a key that a user may depress or click to take certain actions with piece **100**. As will be discussed below, one such action is using the piece to plot out boundaries of a playing surface for storage in an associated computer, mobile device or tablet.

FIG. **1**B depicts a bottom view of piece **100**. In one embodiment, located near a distal end of each of spoke **102** is an embedded sensor device **102**, such as optoelectronic sensor, which is known in the art. The optoelectronic sensor is similar to the technology employed in a common computer mouse, with the sensor acting as a small low-resolution video camera. Each sensor **102** takes successive images of the surface on which piece **100** passes. Each sensor **102** detects relative motion on a wide variety of surfaces. When, as discussed below, piece **100** is wirelessly associated with a computer, mobile device or tablet or other video device, the actual movement of piece **100** in which sensors **102** are housed is translated to a video representation of the movement of piece **100**, shown according to the user's selection of a desired icon. Optoelectronic sensors can capture more than one thousand successive images or per second. Depending on the speed with which piece **100** (and the corresponding sensor **102**) is moving, each image representing the location of the piece **100** will be offset from the previous one by a fraction of a pixel or as many as several pixels on the graphical user interface of the associated computer, mobile device, tablet or video monitor. The game piece **150** could be equipped with other commercially available sensors and electronics to track game piece movements, such as light emitting diodes, infrared laser diodes, or electro-mechanical movement tracking components.

FIG. **1**C depicts a side view of an embodiment of a game piece **100** employed in the present virtual gaming system. As shown in FIG. **1**C, piece **100** is configured having a thickness at the upper and lower center sections **120** that is greater than the thickness of associated spokes **102**. The upper surface **114** and lower surface **116** of the respective side of piece **100** cause piece **100** to remain in primary contact with the underlying game surface at the center of piece **100**. As depicted, game piece **100** will also include a charging unit to recharge device batteries.

FIGS. **1**D, **1**E and **1**F depict another embodiment of a game piece **150**, which is similar to the shape of the ball used in the classic paper football game. FIG. **1**D is an upper view of game piece **150**. Game piece **150** includes three corners **152** and a key button **151** for activating various features of the game system.

FIG. **1**E is a bottom view of game piece **150**, with three sensors **154**, **156** and **158** located in close proximity to the corners **152** of game piece **150** that are similar to the optoelectronic sensors described above with respect to game piece **100**.

FIG. **1**F depicts a side view of game piece **150**, wherein the game piece **150** is largely flat.

FIG. **2** is a view of a table top on which the virtual electronic sports game is played. In FIG. **2**, game surface **200** serves as the primary game board. Any suitable flat surface area will suffice for game surface **200**, such as a countertop, dining table or even a floor. Important for successful interaction between game piece **100** and game surface **200** is that game surface **200** is largely flat. Game surface **200** as shown is an approximately rectangular surface, although any shaped surface may suffice. In FIG. **2**, game surface **200** is defined by four corners: corner A **204**, corner B **206**, corner C **208** and corner D **210**. Game piece **100** is shown on the game surface **200**, where piece **100** will reside during the course of the game. Also situated at ends game surface **200** are wireless devices **220** and **222**, such as smart phone or other personal digital devices that include photographic capability and a user interface. Associated in relatively close proximity to game surface **200** and game piece **100** is a device having graphic user interface and processing capability, such as a laptop computer **212** or a tablet **214**. The computer or tablet is in wireless communication with game piece **100**. In one embodiment the computer or tablet is in wireless communication with the game piece **100** through use of a nano-receiver **230**, which is known to one skilled in the art. Nano-receiver **230** is inserted into a suitable port of a computer **212** or tablet **214** or video monitor, such as a USB port.

Game piece **100** communicates with computer **212**, tablet **214** or other processing device and with smartphone or personal digital assistant devices **220** and **222** using a wireless protocol, such as Bluetooth or WiFi, or cellular. Communication functions may be facilitated through a wireless subsystem that may include RF transmitters and receivers or optical receivers and transmitters. A particular design and employment of a communication subsystem may depend on the communication networks through which game piece **100** is configured to communicate with the processing/display unit. For example, the game piece **100** may be configured to operate over a GSM, network, GPRS network, and EDGE network, a Wi-Fi network or a Bluetooth network.

Functionalities of the present virtual sports gaming system may be implemented in software or hardware or a combination of both. When features are implemented in software, this

software may be installed by users via known avenues for downloading software or applications on devices such as laptop computers, tablets or smartphones. Alternatively, application software may be implemented using embedded software running on embedded processors or it may run on a specific operating system. Some or all or combinations of applications and feature sets may also be implemented in hardware or in silicon. Some functionality or feature sets may be implemented in special chip sets and may include one or more or combinations of, for example, application-specific integrated circuits (ASICs), field programmable gate arrays (FPGAs), digital signal processors (DSPs), systems on a chip, firmware, etc.

Within the presently disclosed system context, an exemplary embodiment of the Electronic Virtual Tabletop Sports Gaming System **500** is generally illustrated in FIG. **5**. In one embodiment, Sports Gaming System **500** includes three primary components, game piece **100**, computer **212** and mobile device **222**. As discussed, game piece **100** includes a plurality, and in this embodiment three, optoelectronic sensors **504**, **506** and **508** that are embedded in game piece **100**. Game piece **100** includes a processor **502** that is in communication with a storage medium that includes computer readable instructions for carrying out the functionality of the game piece. Processor **502** is also in communication with said sensors **504**, **506** and **508** and controls wireless interface **510**. Processor **502** also communicates with input device **516** as a result of user activation of button **104** residing on the upper surface of game piece **100**. Also associated with processor **502** may be GPS components **513**, an internal compass **514** and accelerometer components **515** to track game piece movement and location. One of ordinary skill in the art would appreciate the advantages and functionality of these tracking capabilities and could employ such functionality within the disclosed gaming system.

Game piece **101** communicates with computer **212** and/or mobile device **222** via a wireless communication network operating in accordance with a wireless protocol such as Bluetooth, which allows connectivity to of devices wirelessly as is known in the art, as are standard systems and protocols that permit a plurality of wirelessly enabled devices situated within a local area network ("LAN") to communicate. Computer **212** includes standard components such as processor **530**, random access memory **532** and associated program storage area **534** and data storage area **536**, read only memory **538** and associated program storage areas **540** and data storage areas **542**. Computer **212** includes a wireless interface **544** and transceiver **546** as well as a display **550**, which provides a graphical user interface for game system users.

Also in communication via a wireless protocol with game piece **100** and computer **212** is mobile device **222**. In one embodiment, mobile device **222** is a smartphone. Device **222** includes a processor **560**, computer readable medium or storage **562** on which various software applications reside. Also resident within mobile device **222** is a display **566**, which serves as a graphical user interface of the features and functionality of the device for the user. Mobile device **222** also includes transceiver **564** and wireless interface **570**. As depicted, mobile device **222** also includes digital camera capability with the display **566** depicting the camera's perspective from the viewfinder when the device **222** is in camera mode. Mobile device also includes one or more internal compasses **568**, accelerometers **572** or GPS components **574** that serves as device orientation, movement and/or positioning sensors.

A user initializes game system **500** for play through interactions with game piece **100**. Prior to placing game piece **100** into play, the downloading of applications through which the functionality of game system **500** is provided must be downloaded to a computer **212** or mobile device **222** or both. Once such application is installed, the wirelessly enabled game piece **100** is registered with the game system. In operation, registered game piece **100** will be recognized as the game piece associated with a particular game system. More than one game piece may be associated with a single game system. One skilled in the art will apply known techniques to register the game piece in this manner.

In operation, a user interacts with computer display **550** via game piece **100** to establish the parameters of the game. Game piece **100** and its input capability via input device **514** interacts with computer **212** using software read from a computer readable medium **562** stored in memory of game piece **100**. Various operations performed by a user via the input capability of the game piece **100** cause functions to be carried out through software stored in memory of computer **212**.

In one embodiment, an application program stored in association with processor **530** of computer **212** includes instructions that enable a user to selectively initiate the parameters of the virtual gaming system **500** in accordance with the process depicted in FIG. **3**. FIG. **3** represents an exemplary process performed by the present virtual sports gaming system, through the various associated devices including game piece **100**, processing and display capability of computer **212** and/or tablet **214** and/or mobile devices **220**, **222**. The process of FIG. **3** is as follows. In this embodiment, it is assumed that the game of choice by the user is football.

In step **302**, the user initializes the field plotting function of gaming system **500**. This is performed through use of the input button **104** of game piece **100** to select from a drop down menu of similar selection means presented to the user through Graphical User Interface (GUI) for the gaming system **500** via display **550** of computer **212**. Once the field plotting function is selected, the process moves to step **304** in which the user then situates game piece **100** on the location of game surface **200** that is desired as corner A **204** of game surface **200**, which in this example would be a corner of a football field, and depresses input button **104** on game piece **100**. This operational step plots the location of the first field corner A **204** of game surface **200**. During these operations, the movement of game piece **100** is tracked and visible on display **550** of computer **212**. Once the user selected plotting of a football field above, the system **500** through processing capability and associated applications will understand that an approximately rectangular field will be plotted and the field will be displayed in either portrait or landscape orientation. An X-Y coordinate value representing a point on display **550** of computer **212** that corresponds to game surface **200** corner A **204** is stored and displayed. As will be discussed, landscaped orientation of the displayed field is shown in FIG. **6**. It should be understood that while a generally rectangular field has been shown, such should not be deemed limiting as the field can comprise virtually any shape.

The process then proceeds to step **306** in which the user moves game piece **100** and situates it at a location in which a second corner B **206** of the game surface will be plotted in the same manner by depressing the input key **104** located on the upper surface of game piece **100**. Once the key **104** is depressed at the desired location, the X-Y coordinate value representing a point on display **550** of computer **212** that corresponds to game surface **200** corner B **206** is stored and displayed.

After these first two points are plotted, the user proceeds to the point in the initialization process in which the size of the field of play on game surface **200** is designated. Although a

real football field is a standard one hundred yards in length, the dimensions of the football field to be used in the present virtual gaming system may vary depending on the environmental conditions of the players. For example, a table at a well-known coffee chain may only be big enough for a field of two feet in length and one foot wide. On the other hand, a ping pong table, which is typically five feet wide and nine feet long may lend itself to a game surface. Alternatively, a table of many feet in length, but of narrow width may serve as the game surface. One such example is a shuffleboard table, which is typically 20 inches wide and up to 22 feet long. In order to set these size parameters, the initialization process of the present gaming system proceeds to step **308** at which time the user is asked if custom sizing is desired. If the answer to this query is no, then the user will be presented via the display **550** of computer **212** with a list of standard field widths, and the user will select a desired width at step **310**. On the other hand, if the user desires customizable sizing, the user will be presented with a virtual tape measure capability to designate the distance between corner A **204** and corner B **206**. An application program residing on mobile device **222** and/or the game piece **100**, such as a smartphone provide the processing capability necessary to measure the distance between corner A **204** and corner B. If customized sizing is chosen at step **308**, the user is presented with a list of common items that will serve as a reference for measuring. One such item is an automated teller machine (ATM) card, which is of an industry standard width and length. Alternatively, any common personal item may be used, such as a standard half liter disposable water bottle, a standard sized ball point pen, a stick of lip gloss, or any other common item. In this embodiment, if the ATM card is chosen, the user places the card lengthwise along a line between previously plotted corner A **204** and corner B **206**. The user then places two items on plotted corner A **204** and corner B **206**. Virtually any items will suffice, such as the game piece **100** and a coffee cup. Next, using smartphone **222** or a digital camera, the user activates an accessory application residing in memory of the smartphone **222** to measure the distance. Once the user selects "customized sizing" mode and further selects "ATM card" when asked to select the reference item, the user photographs the aligned ATM card between the two items placed at the plotted corners. The predictive measuring algorithm residing in memory **562** of smartphone **222** of game system **500** will determine the distance between corner A **204** and corner B **206** by knowing the standard length of the ATM card and its relation to the objects placed on two corner points. This distance is presented to the user through the display **566** of the smartphone **222** and at step **312**, the user may enter the value as the measurement between corner A **204** and corner B **206** through activation of the key button **104** on game piece **100** or through a keyboard associated with computer **212**.

Game piece **100** and mobile device or smartphones **220** and **222** may be equipped with components known it the art such as compass capability and accelerometers to measure direction and movement distance. These devices along with laptop **212** or tablet **214** may be equipped with Global Positioning System (GPS) capability that allows for measurement between points, game piece movement tracking and field size. One of ordinary skill in the art will appreciate and recognize the availability of these capabilities and incorporate these capabilities into the disclosed gaming system.

Once a standard or customized value for the distance between corner A **204** and corner B **206** is selected, which corresponds to the width of the playing field, the process continues at step **314** where said value is stored in non-volatile memory **538** of computer **212**.

Next, the game initialization process of FIG. **3** continues with the plotting of corner C **208** at step **316** in similar fashion as prior corners were plotted. In this example of plotting a football field as game surface **200**, corner B **206** and corner C **208** form one sideline of the field. After the corner C location is selected via key button **104** on game piece **100** as described above with respect to the previously plotted corners, the method proceeds to step **318** where again the user is asked is standard or customizable sizing is desired. If standard sizing is chosen, the user is presented via display **550** of computer **212** with a list of standard field lengths, from which the user at step **320** may select using the computer keyboard or the selection key button **104** of game piece **100**. Alternatively, if the user selects customizable sizing, at step **322** the user repeats the virtual measuring process described above again using one of a variety of common reference items, such as an ATM card. Once the user is presented with the distance via the smartphone **222** game system **500** associated application residing on smartphone **222**, the user at step **324** stores the value of the distance between corner B **206** and corner C **208** in memory **538** of computer **212**.

Other applications may be downloaded to a smartphone to facilitate measurements, such virtual tape measuring applications, are commercially available and known in the art.

Alternatively, the game boundaries may be plotted by game system **500** displaying a rectangular field on display **550** during field plotting having a center point shown. The user, using the game piece **100**, situates the physical game piece **100** at the center of game surface **200** and locates the game piece icon appearing on display **550** on the center point of the field shown on the screen. Next, with the key button **104** depressed, the user drags game piece **100** from the center point of game surface **200** to the corner point A **204**. Release of key button **104** sets the actual distance between the center point of game surface **200** and corner A **220**. These steps may be repeated for corners B and C. Once these sides of the field are set, and the values are stored in memory **538**, the field is plotted. This plotting application may as easily be performed by the smartphone **222** equipped with an appropriate application program for performing the dragging and plotting function.

Alternatively, smartphone **222** equipped with the appropriate tape measuring application may be used to measure and plot the boundaries of game surface **200**.

The user may place removable stickers or decals denoting the corners of the game surface or boundary lines. Alternatively, the user may place common items such as a red Solo brand cup as a pylon that also serves for convenient access to a favorite beverage.

The process then proceeds to step **326** where the location of corner D **210** is plotted in similar fashion as described above. At this juncture, however, no further measurement is required. Instead, since a football field was selected as the game surface of choice, the field is a rectangle. As such, the distance between corner A **204** and corner B **206**, at this point established, is the same as the distance between corner C **208** and corner D **210**. Accordingly, the value stored for the distance between corners A and B are stored as the distance between corners C and D at step **328**. Similarly, since the distance between corners B and C (the sideline) is known, this distance is stored as the distance between corners D and A (the opposite sideline) at step **330**.

FIG. **4** depicts the steps in the process of displaying the plotted game area to the user via the display of a computer **212** or smartphone **222**. Once the actual parameters of the field are established as described with reference to the process shown in FIG. **3**, the game set up process proceeds to step **402**, where

end zones are designated by system **500** through processor **530** executing program instructions stored in ROM **538**. A football field is one hundred and twenty yards in length, with one hundred yards for the field of play and twenty yards dedicated to two ten yard end zones at each end of the field. According, once the field is plotted, game system **500** will divide the field of play into twelve equal segments representing ten yard segments in the field of play at step **404**. Next, at step **406**, the system displays the end zones, and at step **408** displays the field with yard lines across the field, denoted by the actual yard line number (i.e., 10, 20, 30, etc.). At the completion of step **408**, the user will be presented at step **410** with an overhead view of a classic football field as seen in FIG. **6**.

In another embodiment, a narrower endzone in relation to the yardage of the field may be designated to offer players a greater challenge. Depending on the size of the game surface, the user may designate the endzone to be only a small percentage greater in depth than the diameter or longest side of game piece **100**. This feature accounts for longer tables where ten yards of virtual field may translate into one foot of table depth, making scoring quite easy. The software of game system **500** will permit customizable sizing of the endzone depending on player skill and desired level of challenge.

Once the field is displayed, the user is presented with various options for customizable field settings at step **412**. These customizable options include selection of professional, college of high school team names, colors or logos for end zones, at midfield or on other parts of the screen. The user may also select various field turf colors and score board configuration. Once the user selects the desired look of the field, scoreboard, etc., the user's options of field settings are stored in memory **538** at step **414**. At this stage, the plotting settings described in FIG. **3** and the field settings discussed with respect to FIG. **4** may be collectively stored as a field/location file for later use. For example, if the field plotting is customized for play at the local café and the teams are Green Bay and Chicago, the user may designate the file with filename "Green Bay—Chicago Coffee Shop". In this way, these settings may be retrieved for later play at the same location without repeating the process of plotting the customized field.

The process of FIG. **4** continues at step **416** where the user sets the game parameters. These features include the length of time of game quarters and field goal opportunity zones. The user may also designate the maximum amount of time a user may allow to elapse before starting a play. Alternatively, a set period may elapse with each play, regardless of the time taken for the actual play. In other words, each play may result in a 40 second run-off regardless of actual play time.

The user may also designate the number of bumps of the game piece a player may take in a possession. A user may only have a single bump or multiple bumps or pushes of the game piece per possession.

With respect to field goals, the user may designate a yardage zone, for example, between the opponent's 20 and 30 yard lines. When a player bumps the game piece **100** in a manner in which all three sensors **108**, **110** and **112** come to rest within the designated yard lines, that player may attempt a field goal. Other parameters such as number of time outs may also be set. These game parameters are stored at step **418**.

Finally, prior to the start of play, the game piece **100** will be initialized for play at step **420**. The game piece initialization may be a series of depressions of key button **104** or selection of a "begin game" icon or tab on computer **212** display screen **550**. This operation will cause the next movements of game piece **100** across game surface **200** to be tracked on display **550** and recorded.

Once the actual game surface size is established, a visual representation of the game surface **200** is displayed to the user on display **550** of computer **212** or alternatively on the display **566** of mobile device **222**. An embodiment of the displayed representation of game surface **200** is depicted in FIG. **6**. In FIG. **6**, a graphical display **600** of the virtual game surface of the present disclosure is shown. Within graphical display **600**, virtual field **602** is shown, which represents a traditional football field. Virtual field **602** is presented as a 120 yard field, with two end zones **606** and **608** represented as ten yards in width and a one hundred yard playing area **604**. Playing area **604** is divided into ten, ten yard sections. Yard line markers, such as **610** which is the thirty yard line, are also displayed.

FIG. **6** also depicts scoreboard **620**. Scoreboard **620** includes fields for visiting team score **622**, home team score **624**, game quarter **625**, time remaining in a quarter **626**, home team time outs remaining **628**, visiting team time outs remaining **630**. The scoreboard of FIG. **6** also presents "Field Goal" key **632** and "Time Out" key **634**. During game play, the user may traverse actual game piece **100** across game surface to move game piece icon **650** over the field goal key **632** or time out key **634** to either kick a field goal or call a time out. Selection of one of these keys is made by depressing the key button **104** on the upper side of game piece **100** when the icon **650** is situated over the desired key. If the player is not eligible to kick a field goal or if the player has no time outs remaining, the relevant key may not be activated. The virtual field **602** and scoreboard **625** may be customized as described above with respect to FIG. **4** to give users a desired look and feel.

Various steps performed by the game system host in one embodiment of the disclosed virtual gaming system during game play, whether hosted by computer **212**, tablet **214** or mobile device **222** are shown with reference to FIG. **7**. In this example, computer **212** is the game host. Game play starts after game parameter and set up is completed, as described with reference to FIGS. **3** and **4**. At the start of play of the described football game, one team has possession of the ball first. Various methods may be used to determine who starts the game with possession, such as a coin toss or a single push of game piece **100** by each player to determine which player can push game piece **100** closest to the end of game surface **200** without allowing game piece **100** to fall off of the game surface **200**. The game play process starts with step **701** where a user depresses key button **104** of game piece **100** to begin that user's possession. In this embodiment, a single bump of push of the game piece **100** per possession applies. Following this action, a player tries to score by pushing or bumping the physical game piece **100** across game surface **200**, computer **212** receives movement data from game piece **100**. This occurs by virtue of sensors **108**, **110** and **112** of game piece **100** detecting sensing movement of game piece according to operation of optoelectronic sensors housed within game piece **100**, as would be understood by one of ordinary skill in the art. Through the wireless connectivity of game piece **100** and computer **212**, game piece **100** sends movement data of game piece **100** to computer **212**. In response to this receipt of data, computer **212** through execution of game system applications programs, displays the game piece movement on display **550** at step **704**. This receipt and display of movement data occurs in real-time. Visually, in one embodiment, a twenty to thirty yard strip of the video image of the field on display **550** scrolls as the icon of game piece **100** travels across the yard lines.

At step **706**, the host system queries whether an event is triggered by the location of game piece **100** on game surface **200** at step **706**. The first query at step **708** is whether the game piece came to rest outside of the plotted boundaries of

game surface **200**. If the answer to this query is "yes", then the process proceeds to step **710** where possession of the game piece is switched, the process returns to step **701** where the other player depresses key button **104** to start his possession.

If, on the other hand, the answer to the query at step **708** is "no", then a second query at step **712** of whether a touchdown was scored is presented. A touchdown, in one embodiment, is scored if the game piece comes to rest with at least one of the three sensors **108**, **110** or **112** of game piece **100** in the opponent's end zone with no sensor coming to rest outside of the sides or back of the end zone. If the result of the play is a touchdown, then six points are added to the scoring team's score and kicking mode is prompted at step **716**. The manner in which an extra point mode occurs is described below. If the kick is successful, the score is updated at step **717**, and the process returns to step **702** with the other player taking over possession.

If, on the other hand, the play does not result in a touchdown, the process proceeds to step **718** and the query is presented of whether the game piece **100** came to rest in the field goal zone. A player is eligible to attempt a field goal if the game piece **100** comes to rest within the pre-set field goal zone. This is determined if one, two or three of the sensors of game piece **100** comes to rest in the field goal zone. If game piece **100** does come to rest in the field goal zone, the process returns to step **716** and the field goal attempt function is prompted.

A player may attempt a field goal or extra point in various ways. As was the case with the traditional game, the kicking team may simply turn game piece **100** on its edge and flick the piece through the air with the finger. Game piece **100** is constructed of lightweight, spongy material that prevents damage to internal components but is lightweight to promote easy sliding and flight. The opposing player may either construct a "human field goal post" with fingers and thumbs. In this case, the kicking player must kick or flick the game piece from one end of the table through the uprights at the opposite end of the table in order to succeed on the attempt. For an extra point, one point is awarded and for a field goal, three points are awarded. Once game system **500** enters field goal or extra point mode, a window will appear on display **550**, asking whether the attempt was good or not. If yes, the user clicks the icon representing the game piece on the display via game piece **100** key button **104** to select yes, and the appropriate amount of points will be added to the player's score at step **717**, then the process returns to step **710** for change possession and the process returns to step **702**. If the kick fails, no points are awarded. After the kick, possession changes and the process of FIG. **7** returns to step **702** for a new possession.

Field goals and extra points may also be attempted with use of a mobile device or smartphone **222** in lieu of a human goal post. This may be achieved through the video camera or digital camera capability available in most smartphones. In field goal mode, the non-kicking player may set a smart phone at his end of the table and turn on video camera recording. The positioning of the smartphone **220** or **222** for kicking mode is shown in FIG. **2**.

Next, the kicking player attempts the kick in ordinary fashion as described above. Once the kick is complete, failure may be obvious, in which case no points are awarded as described above. For closer attempts, however, the non-kicker may simply turn off recording after the kick and review the video. If the game piece **100** is caught on video by the camera, the kick is good and the appropriate points are tallied.

In an alternative kicking method, smartphone **222** may be equipped with motion sensing capability, in which motion passing at or near an optical sensor situated on the device is detected. In this or in the case of video recording operation, the smartphone may be in communication with computer **212** to transmit a message that the kick was successful or not, and game system **500** will tally the score without user intervention. One of ordinary skill in the art will be able to incorporate motion sensor technology into the game system via a smartphone application.

In yet another embodiment, the smartphone or mobile device **222** may have installed an associated game system **500** application, downloadable as is typical mobile device applications. This application will automatically place smartphone **222** in field goal sensing mode when the player is eligible to kick a field goal or extra point. Once the smartphone is in field goal mode, the camera is placed with display facing upward as described. As is known, in camera mode of a smartphone, the screen displays what is in the path of the lens. In field goal mode, the camera will sense a change in state of pixels that will occur if the game piece **100** passes over the lens. If the smartphone so senses a change in pixel state, then the game system indicates that the kick was successful and points are awarded accordingly. If the kick is missed, no points are awarded.

Optionally, the smartphone screen may present a video image of the top of the goal posts or other angle of the goalposts prior to the kick. The game system **500** on screen **550** may also retrieve and play appropriate footage from memory **538** after the kick, depending on the result. For example, a video clip of a referee indicating that the kick is good or missed is played.

Alternatively, game piece **100** may be equipped with an RFID tag and smartphone **222** may be equipped with RFID reader capability. In this embodiment, the smartphone **222** RFID sensor will be triggered when game piece **100** traverses the phone.

The process of FIG. **7** continues at step **720**, where the game system time clock is queried to determine if there is time left in the game. When no game time remains after four quarters, the game ends. If game time remains, the process returns to step **702**.

In connection with any of the game events described above, in another embodiment of the virtual gaming system, various audio and video files may be played as a result of various plays. Audio of crowd noise, fights songs, play-by-play commentary and the like may be stored in ROM **538** of computer **212** or tablet **214** or in storage **562** of mobile device **222**. Video clips of favorite players, famous plays or ball flight may be stored in a similar manner. In response to various game events, audio or video files may be played and sensed by the user through audio and video capability of the host device.

In another embodiment of the described virtual sports gaming system, players may play from remote locations. FIG. **8** depicts the network architecture and components through which play between remotely located players may be achieved. FIG. **8** shows two game systems **800** and **800'**. Each system is equipped with components discussed with reference to FIG. **5**, such as computers **804** and **804'** corresponding graphical user interfaces (GUIs) **812** and **812'** as well as smartphones or similar mobile devices **822** and **822'**. Each system is in communication with a virtual gaming server **804** over the Internet **802** via a website that is provided to the user via a web browser. Virtual gaming server has associated databases **806** and **808** in which game data and user data is stored, respectively.

Once the user of systems **800** and **800'** enters the website, the user is presented with a webpage on the respective GUI **812** or **812'** through which the user may enroll for remote playing capability. In this manner, two players, each having a

game piece **100** may plot a field as described above with reference to FIG. **3** and proceed with playing the game as would two people sitting across from the same table. In the remote context, however, game events are presented to the user in real time via the user's web browser presented on GUI **812** and **812'**.

In addition, once a user registers on the virtual gaming website, whether the player plays locally or remotely, the player may register a team and create leagues of several teams formed by other players who may be local or remote. The user registering for the website will have unique credentials that are securely stored in user data database **808** while game and league results and statistics are stored in game data database **806**.

In another embodiment of the disclosed virtual gaming system, the game surface **200** described in FIG. **2** and the display capability depicted in FIG. **6** that is facilitated through computer **212**, tablet **214** or smartphone **222** may be combined in a tabletop display unit. Commercially available software such as Microsoft PixelSense may be employed to provide an interactive surface computing platform through which game actions and functionality may be achieved through the platforms object recognition capabilities.

As generally illustrated herein, the system embodiments of the present disclosure can incorporate a variety of computer readable media that comprise computer usable medium having computer readable code means embodied therein. One skilled in the art will recognize that the software associated with the various processes described herein can be embodied in a wide variety of computer accessible media from which the software is loaded and activated. The present disclosure includes this type of computer readable media within its scope. The presently disclosed system anticipates a wide variety of variations in the basic theme of construction. The examples presented previously do not represent the entire scope of possible usages. They are meant to cite a few of the almost limitless possibilities. One skilled in the art will recognize that other embodiments are possible based on combinations of elements taught within the above description.

Although a preferred embodiments of the present disclosure have been illustrated in the accompanying drawings and described in the foregoing Detailed Description, it will be understood that the present gaming system is not limited to the embodiments disclosed, but is capable of numerous rearrangements, modifications, and substitutions without departing from the spirit of the system as set forth and defined by the following claims.

ADDITIONAL DISCLOSURE

Clause 1. A gaming system, comprising:
- a game surface having multiple boundary points defining an area of play;
- a game token having at least one sensor for tracking position relative to a game surface;
- a wireless interface component associated with the game token;
- a remote processor for receiving over the wireless communication network from the game token game surface boundary points and game token movement data;
- a display associated with the remote processor;
- an application program executable to display movement of the game token on the display; and
- a multimedia file that is retrievable by the processor in response to the game token movement data.

Clause 2. The gaming system of any preceding or following clause wherein said game token comprises three spaced spokes extending from a center section.

Clause 3. The gaming system of any preceding or following clause wherein said game token comprises an optoelectronic sensor.

Clause 4. The gaming system of any preceding or following clause comprising a first gaming system and a second gaming system, wherein said first gaming system is connected via the Internet to the second gaming system such that a first user of said first gaming system can compete against a second user on said second gaming system.

Clause 5. The gaming system of any preceding or following clause wherein said first gaming system and said second gaming system are in different locations.

Clause 6. The gaming system of any preceding or following clause wherein said game token comprises a feature selected from the group consisting of: compass, accelerometer, GPS component, movement sensor, positioning sensor.

Clause 7. The gaming system of any preceding or following clause wherein said area of play comprises a rectangle.

Clause 8. The gaming system of any preceding or following clause wherein said game token comprises a soft outer texture, wherein said texture is suitable for flicking.

Clause 9. The gaming system of any preceding or following clause wherein said area of play comprises four corners.

Clause 10. The gaming system of any preceding or following clause wherein said display displays a representation of said area of play.

Clause 11. The gaming system of any preceding or following clause wherein said display further displays a score of at least one player.

Clause 12. The gaming system of any preceding or following clause wherein said representation of said area of play resembles a football field.

Clause 13. The gaming system of any preceding or following clause wherein said football field is divided into twelve segments.

Clause 14. A gaming system, comprising:
- a game surface;
- a game token having an upper surface, a lower surface and a plurality of lobes extending from a hub;
- a movement tracking sensor embedded on the lower surface of the game token at a distal end of each lobe;
- an activation key located on the upper surface of the game token;
- a mobile device in communication with the game token over a wireless communication network;
- a data storage area associated with the mobile device in which data associated with said game system is stored;
- a display screen associated with the mobile device;
- an application program associated with the mobile device executable to display game token movement; and
- an application program executable to play a multimedia file in response to game token movement.

Clause 15. The gaming system of any preceding or following clause wherein said mobile device comprises a feature selected from the group consisting of: compass, accelerometer, GPS component, movement sensor, positioning sensor.

Clause 16. The gaming system of any preceding or following clause wherein said mobile device comprises a smart phone and wherein an image capturing capability of said smart phone detects game token flight.

Clause 17. A game system, comprising:
- a game surface having multiple boundary points defining an area of play;

a game token having at least one sensor for tracking position relative to a game surface;

a wireless interface component associated with the game token;

a remote processor for receiving over the wireless communication network from the game token game surface boundary points and game token movement data;

a display associated with the remote processor; and

an application program executable to display movement of the game token on the display.

Clause 18. The game system of any preceding or following clause further comprising a multimedia file that is retrievable by the processor in response to the game token movement data.

Clause 19. The game system of any preceding or following clause wherein said multimedia file comprises celebratory audio when a point is scored.

Clause 20. The gaming system of any preceding or following clause wherein said display displays a representation of said area of play, wherein said display displays the position of the game token on said area of play.

What is claimed is:

1. A gaming system configured to play a tabletop football game, the gaming system comprising:

a physical game surface having a plurality of boundary points defining an area of play;

a triangular game token having a plurality of sensors, the plurality of sensors located at distal ends of each of three triangular game token points, which are configured to:

(i) track a position of the triangular game token relative to the physical game surface when the triangular game token is physically pushed across the physical game surface; and

(ii) provide an indication of a game scoring event when at least one of the three triangular game token points comes to rest over an edge of the physical game surface;

a wireless communication network associated with the triangular game token;

a display device remote from the physical game surface configured to display representations of game token location data, the game token location data based on the plurality of sensors tracking the position of the triangular game token relative to the physical game surface;

a non-transitory memory device configured to store thereon a game application program and a multimedia file that is retrievable in response to the game scoring event based on the game token location data; and

a remote processor configured to:

(i) receive, over the wireless communication network from the triangular game token, the game token location data that is at least relevant to the game scoring event and the indication;

(ii) in response to receiving the indication, retrieve, from the non-transitory memory device, the multimedia file; and

(iii) execute the game application program to display, on the display device, the representations of the game token location data including movement of the triangular game token across the physical game surface using the multimedia file.

2. The gaming system of claim **1** wherein said triangular game token comprises an optoelectronic sensor.

3. The gaming system of claim **1** comprising a first gaming system and a second gaming system, wherein said first gaming system is connected via the Internet to the second gaming system such that a first user of said first gaming system can compete against a second user on said second gaming system.

4. The gaming system of claim **3** wherein said first gaming system and said second gaming system are in different locations.

5. The gaming system of claim **1** wherein at least one of said plurality of sensors is selected from the group consisting of: compass, accelerometer, GPS component, movement sensor, and positioning sensor.

6. The gaming system of claim **1** wherein said triangular game token comprises an infrared light emitting diode.

7. The gaming system of claim **1** wherein said triangular game token comprises a soft outer cover having a tapered edge suitable for airborne movement off of the game surface and towards a goal post by flicking.

8. The gaming system of claim **1** wherein said area of play comprises four corners.

9. The gaming system of claim **1** wherein said display device displays a representation of said area of play.

10. The gaming system of claim **9** wherein said display device further displays a score of at least one player.

11. The gaming system of claim **9** wherein said representation of said area of play resembles a football field.

12. The gaming system of claim **11** wherein said football field is divided into twelve segments.

13. A gaming system configured to play a tabletop sports game, the gaming system comprising:

a physical game surface;

a game token having a plurality of lobes extending from a hub and having a plurality of sensors, the plurality of sensors located at a distal end of each of three lobes, which are configured to:

(i) track a position of the game token relative to the physical game surface when the game token is physically pushed across the physical game surface; and

(ii) provide an indication of a game scoring event when at least one of the three game lobes comes to rest over an edge of the physical game surface;

a wireless communication network associated with the game token; and

a mobile device in communication with the game token comprising:

a display device configured to display representations of game token location data, the game token location data based on the plurality of sensors tracking the position of the game token relative to the physical game surface;

a non-transitory memory device configured to store thereon a game application program and a multimedia file that is retrievable in response to the game scoring event based on the game token location data; and

a processor configured to:

(i) receive, over the wireless communication network from the game token, the game token location data that is at least relevant to the game scoring event and the indication;

(ii) in response to receiving the indication, retrieve, from the non-transitory memory device, the multimedia file; and

(iii) execute the game application program to display, on the display device, the representations of the game token location data including movement of the game token across the physical game surface using the multimedia file.

14. The gaming system of claim **13** wherein said mobile device comprises a position detecting capability selected

from the group consisting of: compass, accelerometer, GPS component, movement sensor, and positioning sensor.

15. The gaming system of claim **13** wherein said mobile device is a smart phone and said non-transitory memory device is configured to store an associated application program, which when executed by the processor, causes the smart phone to: (i) detect game token flight, (ii) display on said display device an image of a game token target area, and (iii) display on said display device an image of a game status according to the smart phone detection of game token passage within the game token target area.

16. A gaming system configured to play a tabletop sports game, the gaming system comprising:

a physical game surface having multiple boundary points defining an area of play;

a game token having at least one sensor located at an exterior edge of a lower side of the game token, configured to:

(i) track a position of the game token relative to the physical game surface when the game token is physically pushed across the physical game surface; and

(ii) provide an indication of a game scoring event when the least a portion of the game token comes to rest over an edge of the physical game surface;

a wireless communication network associated with the game token;

a display device remote from the physical game surface configured to display representations of game token location data, the game token location data based on the at least one sensor tracking the position of the game token relative to the physical game surface;

a non-transitory memory device configured to store thereon a game application program and a multimedia file that is retrievable in response to the game scoring event based on the game token location data; and

a processor configured to:

(i) receive, over the wireless communication network from the game token, the game token location data that is at least relevant to the game scoring event and the indication;

(ii) in response to receiving the indication, retrieve, from the non-transitory memory device, the multimedia file; and

(iii) execute the game application program to display, on the display device, the representations of the game token location data including movement of the game token across the physical game surface using the multimedia file.

17. The game system of claim **16** wherein said multimedia file comprises celebratory audio when a point is scored.

18. The gaming system of claim **16** wherein said display device displays a representation of said area of play, wherein said display device displays the position of the game token on said representation of said area of play.

19. The game system of claim **16** wherein said game token comprises a soft outer cover having a tapered edge suitable for airborne movement off of the game surface and towards a goal post by flicking.

20. The gaming system of claim **16** wherein said non-transitory memory device is configured to store an associated application program, which when executed by the processor, causes a mobile device to: (i) detect game token flight, (ii) display an image of a game token target area, and (iii) display an image of a game status according to the mobile device detection of game token passage within the game token target area.

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